

Domain of Dread: Timbergorge

By Logan Bonner

Illustration by Ben Wootten

Cartography by Mike Schley

"The land calls out to us. In all the battles between our kin and the native creatures, it is the land that truly suffers. Do we allow the legacy of hate and fire to endure, or do we make this land an oasis in the bleak wastes?"

—Aptal, High Druid of the Sunlit Circle

In a forested river valley that never sees spring or summer, a malformed and murderous treant battles a clan of werewolves in a feud born out of tragedy. Fires surround every border of Timbergorge, and the smoke conceals the entire valley. Within the valley's confines, the weather is cold and the land bleak. Densely clustered conifers tower overhead, and the ground slopes toward a clear, frigid river. All seems serene and natural until the packs of werewolves engage in yet another battle with the savage treant Silvermaw. The werewolves want things to change. Some want Silvermaw dead, others want to escape, and others want to heal the land. Silvermaw sees only one course of action: The werebeasts must die so Timbergorge can belong to only the animals and the forest fey.

You can use Timbergorge at a variety of character levels. If you want the adventurers to have a chance of defeating Silvermaw, they should be high paragon tier. If you would rather they fight for survival alongside or against the werewolves, bring them in at high heroic tier.

BIRTH OF THE REALM

The fey lord Aursel once oversaw a vast domain in the Feywild composed of so many different woodlands, lakes, and meadows that it seemed to his eyes like a colossal garden. Aursel's Garden remained unspoiled—no eladrin city invaded the forest, and no fomorian tunnel undermined the land's natural beauty. Guardians watched over each prized plot of land. As is the natural way of things, old guardians sometimes died so new guardians could rise in their place.

In this way, a young treant became the new guardian of a valley of densely packed conifers that Aursel called the Green Quills. The treant had heard of the city-building fey and knew the danger they posed to the pure wilderness. The treant knew enough to be vigilant against such efforts if they should occur.

But the treant had heard nothing of humans.

From time to time, a part of Aursel's Garden would undergo worldfall and appear in the natural realm. One day early in the treant's stewardship, the Green Quills experienced such a change. The treant, in its first exposure to a world outside the Feywild, was intrigued by a tribe of humans who entered its domain and asked to hunt game there. After examining these creatures, the treant invited them in. They looked like beasts in their furs, and they acted like beasts with their single-minded intention to hunt.

They were clearly not eladrin or elves, and they said nothing of building cities.

Soon after granting these creatures permission to stay, the treant realized his mistake. He saw a plume of smoke trailing into the sky, masking the low red sun. As the treant rushed toward the source of the smoke, the trees all around it caught fire. The humans had chopped down several trees and started a bonfire, and now the intruders' flames were threatening to consume the Green Quills. The treant roared and chased the fleeing humans. As he rushed under the flaming branches, he too caught fire.

When the sun had fully set on that day, the Green Quills faded back to the Feywild—or attempted to. Seeing the blazing flames that lit the night sky, Aurusel stopped the forested valley from returning. He cut it from his demesne like rot from a piece of ripe fruit.

Yet the domain didn't return to the natural world. It was cut loose from any tethers that held it to either the natural world or the Feywild. It settled in the realm where so many places of despair and darkness find a home: the Shadowfell.

After being burned, the treant went on a rampage and killed several of the interlopers and their young, scattering the others throughout the forest. He then withdrew to his grove and lay dormant for a short time. He healed the worst of his burns and grew bitter as he dreamed of revenge.

While the treant was inactive, the humans became cursed with lycanthropy (a consequence of the treant's dark dreams, or as a result of being condemned to the Shadowfell) and took control of the treant's domain. They built a stockade around a settlement of log cabins, just in case the mad treant happened to return.

A Dark Lord Emerges

When the treant awoke, he had been warped by shadow magic and thus transformed into the dark lord of this new domain of dread. The moment his eyes opened, the trees that encircled the valley erupted into flame. The inhabitants became surrounded and trapped, and the treant rampaged once more. The human settlement was destroyed, and the survivors were again scattered into the forest.

Now, the borders of the domain constantly blaze with magical fire that sends plumes of smoke high into the air above the realm's perimeter, blotting out the pallid sun of the Shadowfell, but the fire does not spread to the interior of the valley. The transformed humans call the scorched treant Silvermaw, and the land Timbergorge. They spar with Silvermaw over and over, and they want only to escape the hunting grounds that have become their prison.

THE BLEAK FOREST

One vast, deep river valley makes up all of Timbergorge. The steep slopes teem with ancient conifers dusted with ash. At the bottom winds the watercourse that the human werewolves call the Cold River, its clear waters slowly flowing from one end of the domain to the other.

All manner of beasts used to call the gorge home. Now, most of the other significant predators have been wiped out by the werewolves. The prey has further dwindled in numbers since Timbergorge's new cloud of smoke caused sources of food to start disappearing. So far, there has been enough food to support the people of the Metsuri clan, but they're about to run out of the few precious resources that remain.

LORD OF TIMBERGORGE

"Humans do not belong here. They ruin all they touch. May their corpses nourish the earth so they have some purpose."

The grotesque dark lord of Timbergorge was once a peaceful treant who knew little of the world outside the idyllic Green Quills.

As he battled the humans after awakening, he discovered that they were afflicted with the curse of lycanthropy. Their lupine abilities made the battles with them far more difficult than the treant had expected. To combat them, he found some silver among the belongings the humans abandoned as they fled their newly built settlement. After melting the metal down, the treant poured it on the sharp branches around his mouth. The silver tines give him a weapon he uses to rip apart his hated enemies. These silver fangs caused the werewolves to name the treant Silvermaw.

The stench of death surrounds Silvermaw, and his hatred causes coal-black flowers to spring up wherever he steps, then quickly wilt. Though some of the dryads and other fey that share the land with him fear how morbid and cruel he has become, Silvermaw never sees his own darkness. He knows that he failed in his duty and that Aurusel has forsaken him; his fate is sealed. He never expects to have another care-free day. He wants only to kill all the werewolves, die in peace, and return to the earth.

Silvermaw's Metamorphosis

When Timbergorge first burned, Silvermaw caught fire and almost died. He slipped into a dormant state, rooting himself to the earth and regrowing his charred body over time. The shadowy magic of the plane altered him as he hibernated, and his hate extended beyond him to encompass the whole of

GETTING TO TIMBERGORG

The residents of Timbergorge have so far been unable to escape, and entering the domain of dread isn't much easier than getting away from it. The adventurers might enter Timbergorge in one of the following ways.

Aurusel's Demand: The fey lord Aurusel once tended Timbergorge as part of his grand garden. Its place remains empty in his lands, so he might send the adventurers to discover its fate and see if it could be returned to his realm. He might demand that the adventurers slay the corrupted treant or chase off the werewolves.

Up from the Darkness: Underground tunnels of the Shadowdark run beneath Timbergorge, and adventurers could breach the surface inside the ring of fire. They might have to remain here to avoid subterranean pursuers or because hardy roots grow up quickly to seal the tunnels.

Through Mist and Smoke: The adventurers get lost in thick fog or in the smoke within a burning building or a forest fire. When they escape, they discover they've been transported to Timbergorge. A forbidding wall of red flames stands behind them.

Timbergorge. When he awoke, the land truly had become a domain of dread. Silvermaw's rage ignited the flaming border, and he struck down the fortifications and homes of the humans who had invaded his realm.

When he awoke from his dormancy, Silvermaw had not fully healed. His bark remains scarred, and the longer he spends out of hibernation, the worse his condition gets. He has even started rotting, and he remains in a state between life and undeath. Still, he refuses to return to dormancy. Doing that would mean abandoning his pursuit of revenge.

The Spires of Lost Friends

Silvermaw keeps a gruesome memorial to the forest he lost. The first one hundred trees that burned never recovered, nor did they fall over. Their blackened, limbless trunks still stand proudly among an ashen wasteland. Silvermaw calls this swath of devastation the Spires of Lost Friends to commemorate the trees he once knew.

When Silvermaw defeats one of the werewolves, he impales the body on one of the spires. If he can do so, he takes an enemy captive; better that the intruder be made to suffer and die upon a wooden stake. With the ability to regenerate, a werewolf might remain alive for days, writhing in agony and coating the blackened tree with streams of blood.

Some of the bodies on the spires are so old they've been reduced almost to skeletons; others remain fresh, and some are still alive. Silvermaw wants every tree to have at least one body speared onto it. The howls of the dying are one of the few sounds that make him feel at peace.

The Metsuri clan considers the impalement of its members to be a grave blasphemy. Whenever the werewolves can, they help their dying comrades escape rather than let Silvermaw claim them. On the rare occasions when Silvermaw goes on the hunt elsewhere in his domain, bold members of the clan undertake a mission to retrieve bodies from the spires and properly bury them according to clan customs.

THE METSURI CLAN

The wandering trappers who first entered the Feywild, the Metsuri clan, have all become werewolves. The leader, Patriarch Kolegg, believes that Silvermaw cursed the clan out of spite. It's more likely that the same strange trick that sent the valley into the Shadowfell also transformed the humans to better fit the wilderness born of the Feywild. No clan members

other than Kolegg speak of the curse when they can avoid it.

Imprisoned with their murderous foe, the Metsuri live in a nomadic tent-village so they can move around quickly when they need to avoid Silvermaw's wrath. During the time Silvermaw was dormant, they cut some wood and made simple permanent dwellings—only to have them wrecked when Silvermaw awoke and attacked them on their homestead. Everything they had built fell apart, and they've been on the run ever since.

Three generations of Metsuri live in Timbergorge. Kolegg of the eldest generation was in charge when the clan entered this part of Aurusel's Garden, and he still leads. Many of the younger Metsuri, of a more peaceable nature than Kolegg, have strong objections to his orders, but the most powerful warriors remain loyal to Kolegg. Most of the common citizens in the

PLAYING A METSURI

Playing a member of the werewolf clan could be an interesting challenge. You can use this domain to bring a new player into your group, or to replace a dead or retired character of one of your existing players.

The people of the Metsuri clan have strong familial bonds and are skilled at living off the land. Most of the Metsuri have a practical streak and do whatever they must to live a comfortable life. This might include leaving the clan to find riches through adventuring.

Metsuri werewolves are best suited to be druids, rangers, or axe-wielding barbarians. For race, the player can pick shifter and re-skin it as a human werewolf. A primal class that has transformation powers (such as the druid with *beast form*) could give the feeling of playing a werewolf while still using the human race.

clan fear that if they outwardly oppose Kolegg, they'll lose the protection of the clan's guards and scouts and find themselves at the mercy of Silvermaw.

Patriarch Kolegg

"Chop down every cursed tree. Burn Silvermaw to a pile of charcoal. If you want freedom, you'll fight for your clan."

Before the clan came into Aurusel's Garden, the Metsuri were a belligerent tribe, and Kolegg was the leader by virtue of his prowess as a warrior. When the Metsuri adopted a hunting and homesteading lifestyle in the Feywild, Kolegg grew restless. The sedentary life didn't suit him, and going into battle again in this war with Silvermaw has renewed his purpose. It is clear to Kolegg that to avoid extinction, the tribe must destroy the treant.

Furthermore, Kolegg believes that if the clan kills Silvermaw, the fires will subside and summer will come once again to this realm. There's no evidence to support this view, but everyone in the clan knows that the treant's return caused the eternal flames to rise, so most of them believe he might be right. For Kolegg, there's no "might" about it—he's absolutely certain that killing Silvermaw is the only way to save Timbergorge and bring his clan back to prosperity.

Kolegg is a gruff, decisive man with battle scars and a limp from an injured left leg. His wounds don't trouble him when he's in hybrid or wolf form, so he rarely fights as a human. Kolegg can be a bully, and he transforms into hybrid form and snarls at those who disagree with him.

The best warriors in the clan form Kolegg's troop of guardians. Most of them are closely related to him. His oldest son, Tuleth, is second in command, and his youngest daughter and son also fight alongside the troop. When his daughter, Aptal, started the Sunlit Circle, Kolegg disowned her and banished her from the clan. He sometimes misses his daughter, but keeps such feelings to himself.

Missions from Kolegg

Most of all, the patriarch wants Silvermaw dead so his clan can rule Timbergorge. In addition, he has other areas of concern that the heroes can address.

Retrieve the Fallen: Kolegg believes that the Metsuri clanfolk whom Silvermaw has impaled on trees deserve a better fate. He might ask the characters to reach the Spires of Lost Friends and pull the bodies down so they can be buried properly.

Find Silvermaw's Grove: The clan has found it impossible to take the battle to Silvermaw by meeting it in the place where it dwells. Every time a band of Metsuri crosses the river south of the spires, the treant rushes from the wilderness to attack, never coming from the same direction twice. Kolegg thinks that if the Metsuri knew where Silvermaw's grove was located, they could ambush the treant with a proper, well-equipped fighting force.

Tikmek the Bold

"The clan will die out if we can't find new husbands and wives. This is no place for anyone to live. We must get past the flames and find our people in the lands beyond."

Tikmek, Kolegg's niece, doesn't think fighting will fix anything. Silvermaw might die, but it won't be worth the cost in Metsuri lives. Instead, Tikmek wants to help the whole clan escape from Timbergorge. She thinks that the Cold River passes through to the world outside. No one can confirm this as fact, since a wall of steam rises from the river, right next to the flaming border. Nevertheless, Tikmek has dedicated herself to building an enormous raft to take all the Metsuri out at once in a daring escape attempt.

The process, though it has barely begun, has been fraught with setbacks. The first two loads of wood that were cut for the watercraft were destroyed in attacks by Silvermaw, who believed that the trees were being harvested to build homesteads. Now, on her third attempt, Tikmek has taken great pains to conceal the

woodcutting activity and works only when she's sure she isn't being watched.

Missions from Tikmek

Finishing the raft and getting the whole clan to agree to the escape attempt are the only things Tikmek cares about. Helping Tikmek might seem like a heroic thing to do from the characters' standpoint, but letting a whole clan of werewolves out into the larger world—even in the already grim Shadowfell—could have far-reaching consequences.

Keep Silvermaw Distracted: If the treant finds the wood that has been cut for the raft, he will certainly destroy it just as he has done in the past. In the final stages, when the raft is lashed together, it will be vitally important to draw his attention far from the river.

Salvage Tools from the Homestead: Tikmek doesn't have the tools she could use to make the process easier. There are saws, hammers, rope, and other useful supplies in the wrecked homestead where the Metsuri used to live. Silvermaw frequently patrols there, however, and so Tikmek can't safely get the tools without help.

METSURI GUARDIANS AND WARRIORS

The guardians of the clan serve Kolegg, and they're far more powerful than most clan members. For younger or less experienced trappers, use the frenzied werewolf statistics from *Monster Vault*™. Most of the Metsuri are unaligned instead of evil.

THE SUNLIT CIRCLE

Though they were born to the Metsuri clan, the druids of the Sunlit Circle no longer consider themselves part of the family. Aptal and the other druids among the Metsuri settlers don't want to escape or to rule Timbergorge—they want to restore it to the way it was when it was a portion of Aurusel's Garden. They can tell that Timbergorge's current state is unnatural, and they try to use their magic to bring back the dead trees and grass.

So far, the Sunlit Circle has been fighting an uphill battle. The clashes between the other Metsuri and Silvermaw's guardians set back the druids' efforts every time. Though the druids realize their task would be easier without these other factions, they would rather help the sides find peace than to have them killed. They believe that they could even heal Silvermaw if they could get the treant's permission—or take it captive. Healing the dark lord would ensure that the land could return from the brink of death.

The circle druids spend most of their time in wolf form, wandering as a pack throughout the valley.

Aptal, High Druid

"Hate rules Timbergorge. This land is not doomed, it is in pain! To find the path, our people must set aside our axes to take up our plowshares and nurture the land."

The estranged daughter of Patriarch Kolegg, Aptal leads the Sunlit Circle. She seems warm and nurturing, especially when discussing the flora and fauna of Timbergorge. When the topic turns to her father, she quickly turns bitter. Their thoughts on how to deal with their imprisonment in Timbergorge have led them down diametrically opposed paths. She thinks he's a fool, and he feels the same about her.

Despite her disagreements with the other Metsuri, Aptal helps them when they're truly in need. The last time the Metsuri had an unsuccessful hunt,

they were amazed to find a slain deer in the middle of their camp when they rose the next morning. They thanked Melora for this miracle, but it was Aptal who saved them from hunger.

Missions from the Druids

The diplomatic, nature-loving druids of the Sunlit Circle want to restore Timbergorge. They hope they can do so by healing Silvermaw. But if that doesn't work, they might have to destroy him before they can set things right.

Seek the Advice of the Dryads: The druids know of the ashen dryads and believe the dryads could show them how to heal the treant. Getting an audience with the dryads is difficult, and the druids made mistakes the first time they tried. They could use a third party to open the discussion again.

Capture Silvermaw: The druids don't need Silvermaw's permission to heal the treant, but they don't have the fighting power to take him down. They ask the adventurers to bring Silvermaw to them alive before Kolegg can get to the treant and kill him.

THE ASHEN DRYADS

"Leave this grove, mortals, and return at your peril. Do not ask our counsel again. Silvermaw's will is his own, and until he does us harm we will have no part in his war—on either side."

Silvermaw keeps his own counsel for the most part, but a few dryads he knew from Aurusel's Garden can still reach him even through his rage and despair. These dryads once numbered in the hundreds, but only a dozen or fewer remain. Living in the smoke-shrouded Timbergorge has changed their appearance. Their woody flesh has turned gray or black, and when they take on an elf guise they look frostbitten and pale.

DRYADS

Silvermaw's dryad compatriots are mostly dryad hunters and dryad witches from *Monster Vault*. Lower-level characters in Timbergorge might battle the dryads instead of Silvermaw.

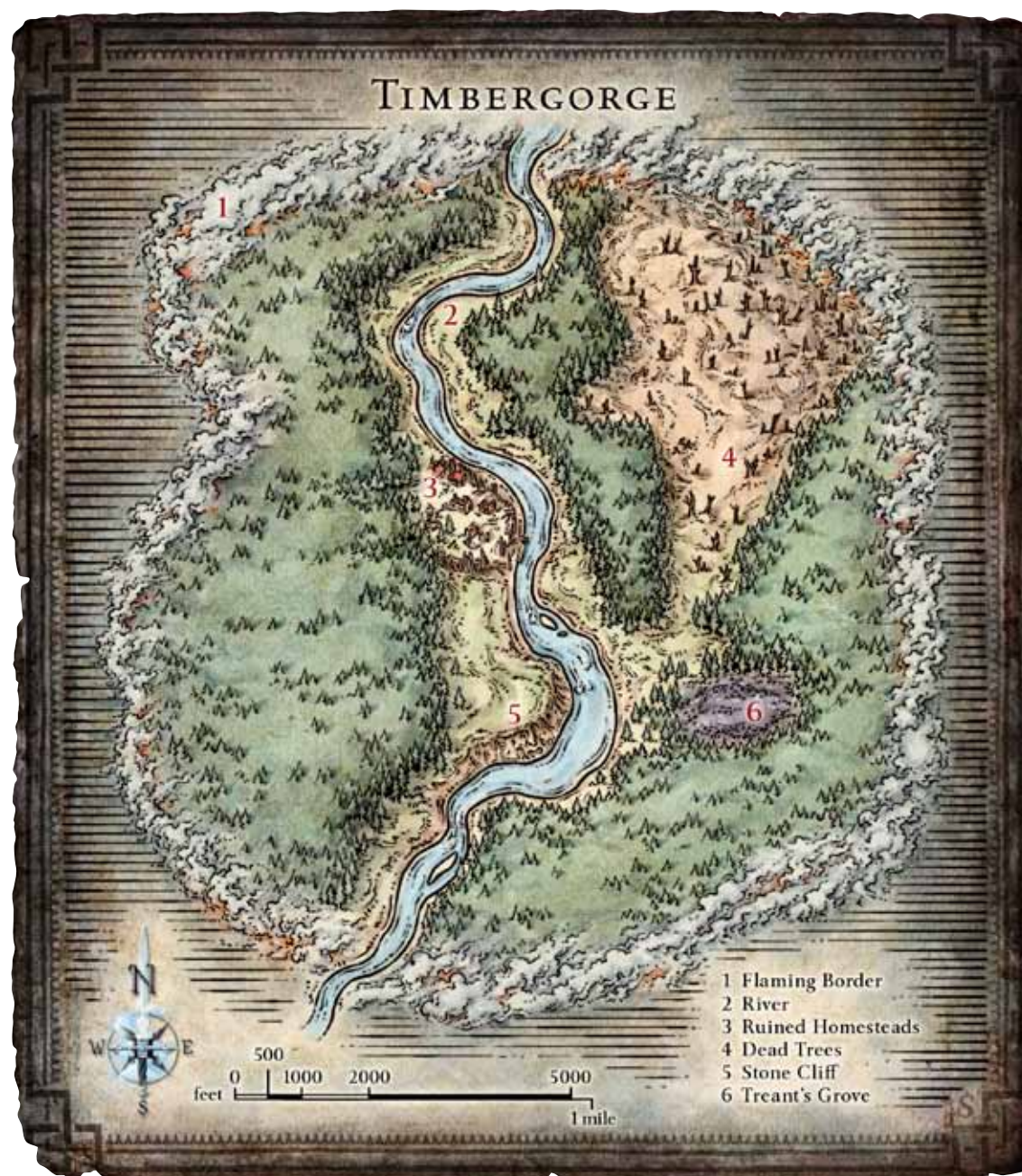
The ashen dryads passively observe but rarely take action. They see the devastating battles between Silvermaw and the werewolves, and some of their sisters have died due to the actions of both sides. They miss the Silvermaw of old, and they fear what he has become. Still, they stay silent.

Silvermaw can't give the dryads orders, and they don't speak with the werewolves. They have so far refused to take sides, though frequently have come close to interceding. Their innate desire to be left alone has grown even stronger due to the constantly bleak environment, their malaise a consequence of living in the Shadowfell.

LOCATIONS IN TIMBERGORGE

The Cold River and the valley that surrounds it make up only a small portion of Timbergorge's area. The dense trees and steep terrain make travel slow and visibility poor. Clouds and trails of smoke are everywhere, and travelers tire quickly from inhaling smoke and ash.

1. Flaming Border: The ring of flame that surrounds Timbergorge never extinguishes or weakens. Smoke constantly billows into the sky above, rising as far as the eye can see. Even approaching the border can scorch a traveler, and trying to pass through the



flame without protection would melt the flesh from one's bones.

2. Cold River: A crystal-clear river flows from the south end of Timbergorge to the north. Both ends are concealed by steam or mist—no one has ventured close enough to find out for sure. Rocks and shallows make it difficult to navigate with anything bigger than a kayak or canoe.

3. Old Metsuri Homestead: The original homestead the Metsuri made while Silvermaw was dormant no longer stands. Silvermaw destroyed it, and he comes back often to make sure no humans have taken up residence. Clan heirlooms and treasures remain here, buried under the wreckage. The Metsuri are too cautious or superstitious to try finding the old relics themselves.

4. Spires of Lost Friends: These dead trees serve as a warning for the Metsuri clan and a memorial to the trees Silvermaw failed to protect. Bodies in various states of decomposition are stuck on some of the trees, impaled there by Silvermaw.

5. Face of Aurusel: This stone cliff looms over the Cold River. It looks roughly like a face—one the fey say is the visage of Aurusel, the fey lord. Members of the Sunlit Circle bring offerings before the face, and believe they can talk to the land through it. Silvermaw believes Aurusel judges him, and that the stone frowns upon him. When he finally kills all the humans, the stone will smile once again.

6. Silvermaw's Grove: Silvermaw lives in a secluded, secret grove. The Metsuri haven't yet found its location, so it's the one place where Silvermaw feels safe from assault. When he's not on the warpath, Silvermaw stands in the center of the grove, sulking and pondering his next move.

Metsuri Camp: Not shown on the map, the Metsuri camp moves frequently. The tent village often splits into smaller groups to help ensure everyone's safety. Traveling in large numbers would make it easier for Silvermaw to track them.

NEW MONSTERS

Silvermaw, Dark Lord of Timbergorge	Level 21 Elite Brute
Huge fey magical beast (plant), treant	XP 6,400
HP 486; Bloodied 243	Initiative +11
AC 33, Fortitude 34, Reflex 31, Will 33	Perception +17
Speed 8 (forest walk)	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
☼ Blanket of Black Flowers (necrotic) ♦ Aura 1	
An enemy that ends its turn in the aura takes 10 necrotic damage, or 15 necrotic damage if Silvermaw is bloodied.	
Wooden Body	
Whenever Silvermaw takes fire damage, he also takes ongoing 5 fire damage (save ends).	
Resilient Nature	
If Silvermaw begins his turn affected by an effect that a save can end, he can make a saving throw against it. For each such saving throw he attempts, he takes 5 damage.	
STANDARD ACTIONS	
⬇ Silver Bite ♦ At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d8 + 13 damage, and ongoing 10 damage (save ends).	
Special: Silvermaw's teeth are silvered.	
⬇ Slam ♦ At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 3d12 + 16 damage.	
⬇ Double Attack ♦ At-Will	
Effect: Silvermaw makes two basic attacks.	
MINOR ACTIONS	
⬅ Grasping Vines ♦ Recharge when first bloodied	
Attack: Close burst 5 (enemies in the burst); +24 vs. Fortitude	
Hit: 2d8 + 6 damage, and Silvermaw pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
⬇ Vengeful Slam ♦ At-Will	
Trigger: An enemy within 3 squares of Silvermaw bloodies him or scores a critical hit against him.	
Effect (Immediate Reaction): Silvermaw uses <i>slam</i> against the triggering enemy.	
Str 26 (+18)	Dex 12 (+11) Wis 25 (+17)
Con 23 (+16)	Int 20 (+15) Cha 8 (+9)
Alignment evil	Languages Common, Elven

Patriarch Kolegg	Level 18 Soldier (Leader)
Medium natural humanoid (shapechanger), human	XP 2,000
HP 170; Bloodied 85	Initiative +18
AC 34, Fortitude 31, Reflex 31, Will 28	Perception +18
Speed 6 (8 in wolf form)	Low-light vision
TRAITS	
☼ Blood Pack ♦ Aura 5	
Allies in the aura gain a +5 power bonus to damage rolls made against bloodied creatures.	
Regeneration	
Kolegg regains 10 hit points whenever he starts his turn and has at least 1 hit point. When Kolegg takes damage from a silvered weapon, his regeneration does not function on his next turn.	
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Requirement: Kolegg must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d10 + 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts werewolf moon frenzy (stage 1).	
⬇ Greataxe (weapon) ♦ At-Will	
Requirement: Kolegg must be in human or hybrid form.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d12 + 13 damage.	
Effect: The target is marked by Kolegg (save ends).	
⬇ Blood Rage ♦ Recharge when first bloodied	
Requirement: Kolegg must be in hybrid form.	
Effect: Kolegg uses <i>greataxe</i> and <i>bite</i> .	
MINOR ACTIONS	
⬇ Change Shape (polymorph) ♦ At-Will	
Effect: Kolegg alters his form to appear as a Medium wolf, unique human, or hybrid until he uses <i>change shape</i> again or until he drops to 0 hit points. He retains his statistics in his new form. His clothing, armor, and other possessions do not change.	
TRIGGERED ACTIONS	
⬇ Pack Leader's Protection ♦ At-Will	
Trigger: An enemy adjacent to Kolegg makes an attack against one of Kolegg's allies.	
Effect (Immediate Interrupt): Kolegg uses <i>greataxe</i> or <i>bite</i> against the triggering enemy.	
Str 25 (+16)	Dex 24 (+16) Wis 18 (+13)
Con 18 (+13)	Int 12 (+10) Cha 16 (+12)
Alignment unaligned	Languages Common
Equipment	hide armor, greataxe

Sunlit Circle Werewolf	Level 6 Controller
Medium natural humanoid (shapechanger), human	XP 250
HP 70; Bloodied 35	Initiative +6
AC 20, Fortitude 17, Reflex 19, Will 18	Perception +12
Speed 6 (8 in wolf form)	Low-light vision
TRAITS	
Regeneration	
The werewolf regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the werewolf takes damage from a silvered weapon, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Requirement: The werewolf must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts werewolf moon frenzy (stage 1).	
☼ Scalding Sunlight (radiant) ♦ At-Will	
Requirement: The werewolf must be in human or hybrid form.	
Attack: Ranged 5 (one creature); +9 vs. Reflex	
Hit: 2d6 + 7 radiant damage, and the target takes a -2 penalty to attack rolls until the end of the werewolf's next turn.	
⬅ Sun Flash (radiant) ♦ Encounter	
Requirement: The werewolf must be bloodied and in human or hybrid form.	
Attack: Close burst 2 (enemies in the burst); +9 vs. Reflex	
Hit: 1d6 + 4 radiant damage, and the target is blinded until the end of the werewolf's next turn.	
MINOR ACTIONS	
⬇ Change Shape (polymorph) ♦ At-Will	
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses <i>change shape</i> again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Nature +12	
Str 12 (+4)	Dex 16 (+6) Wis 19 (+7)
Con 14 (+5)	Int 12 (+4) Cha 10 (+3)
Alignment unaligned	Languages Common, Elven
Equipment	hide armor

Metsuri Guardian	Level 16 Brute
Medium natural humanoid (shapechanger), human XP 1,400	
HP 194; Bloodied 97	Initiative +14
AC 28, Fortitude 29, Reflex 28, Will 26	Perception +17
Speed 6 (8 in wolf form)	Low-light vision
TRAITS	
Regeneration	
The guardian regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the guardian takes damage from a silvered weapon, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
Ⓢ Bite ♦ At-Will	
Requirement: The guardian must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d10 + 14 damage, and the target falls prone. At the end of the encounter, the target makes a saving throw.	
On a failure, the target contracts werewolf moon frenzy (stage 1).	
Ⓢ Greataxe (weapon) ♦ At-Will	
Requirement: The guardian must be in human or hybrid form.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d12 + 17 damage.	
MINOR ACTIONS	
Change Shape (polymorph) ♦ At-Will	
Effect: The guardian alters its form to appear as a Medium wolf, unique human, or hybrid until it uses <i>change shape</i> again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Str 25 (+15)	Dex 23 (+14)
Con 24 (+15)	Int 10 (+8)
Wis 18 (+12)	Cha 12 (+9)
Alignment unaligned Languages Common	
Equipment greataxe	

About the Author

Logan Bonner's 4th Edition credits include *The Slaying Stone™* and *Monster Vault™* among many others. He lives in the Seattle area and now works at Paizo Publishing. You can follow him on Twitter, where he's @loganbonner.



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